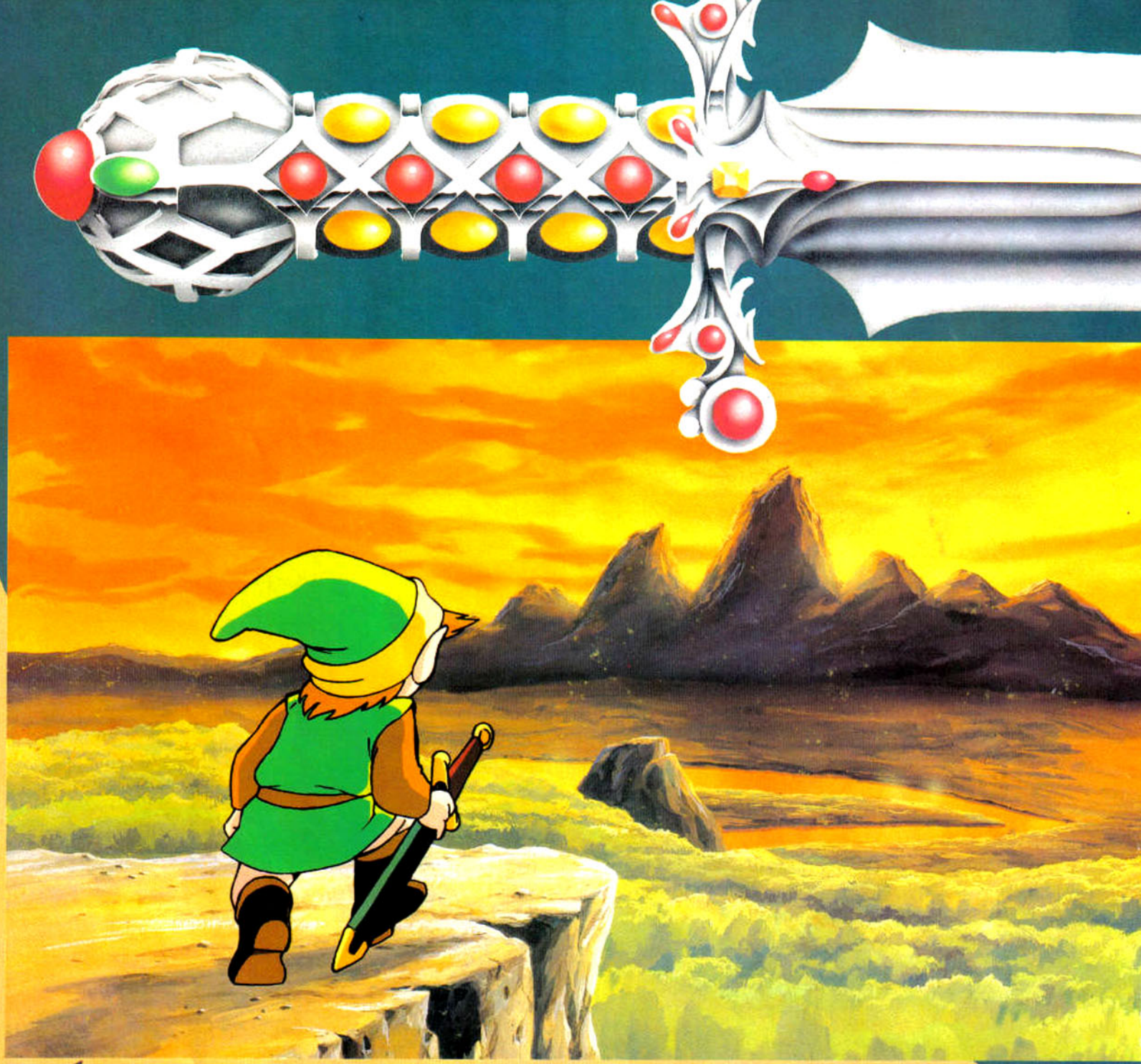
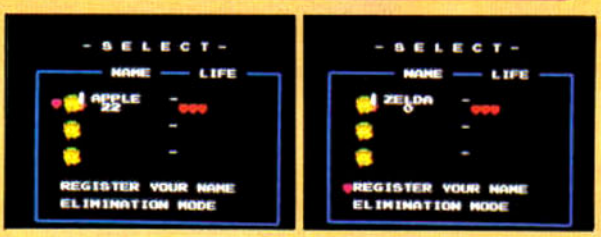


HOW TO ENTER ANOTHER WORLD

If you successfully fought your way through the game, but accidentally erased your name, enter "Zelda" when you register. It will start your second adventure right away.



WHAT'S DIFFERENT FROM THE FIRST QUEST?

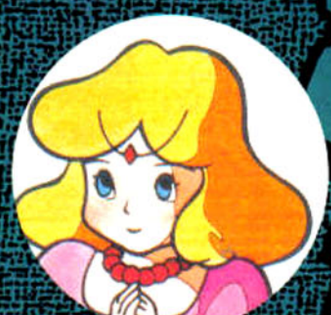
The structure of the Second Quest is almost the same as the First Quest except for three geographical features. But you still have to think over your strategy because things like hidden caves in the Second Quest are located in different places. If you want to know the location of things in detail, check the attached map.

ZELDA™

The Second Quest Begins

STORY

Were you brave enough to beat all of Ganon's henchmen in the First Quest? Were you crafty enough to find your way through the many hazards to Ganon's lair? And then were you mighty enough to take on Ganon, the ultimate bad guy and win? If your answer is yes, get ready for another super challenge - the Second Quest of The Legend of Zelda. The Land of Hyrule still isn't safe. You beat Ganon once. But you must do it again. Can you be victorious the second time around? Sharpen your sword and your wits!



™Nintendo of America Inc.

STRATEGY MAPS FOR CONQUEST OF THE UNDERWORLD

There are two big differences between the First and Second Quests of The Legend of Zelda. You'll discover in the course of the Second Quest that the lay of the land in the Underworld is vastly different. Can you find your way in these labyrinths? The second big difference is the placement of items in the Underworld. Where are they? The challenge is definitely more complex than it is in the First Quest. To make matters worse, the enemies guarding the labyrinths have become much stronger, too! It's more difficult to get to Ganon in the Second Quest. To help build up your confidence, take a look at this complete map of the Second Quest Underworld.

A DESCRIPTION OF THE MAP

- Doors you need keys for.
- Shutters
- Invisible doors (Walk through the wall!)
- Walls you can blast with bombs
- A B Secret passage entrances and arrows that show you the way

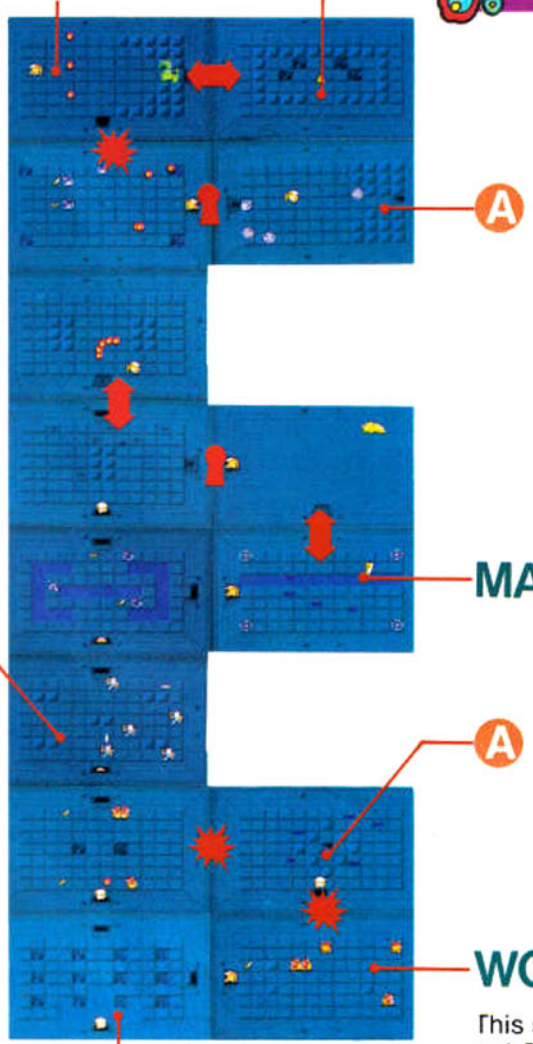
LEVEL 1

As you see in the brief map of the world on your left, the labyrinth is located in the same place as it was in the First Quest. The entrance is already open.

AQUAMENTUS

The monster guard to the Triforce is called Aquamentus. Attack his head with your sword. With the Magic Shield, you have nothing to fear.

TRIFORCE



MAZE IS SIMPLE BUT···

This is a small, simple labyrinth, consisting of 14 rooms in total with one secret passage. However, since the enemies have become a lot stronger than before, you had better obtain the Magic Shield before you enter.

COMPASS

You can get one if you defeat all the Stalfos in this room. The Stalfos have become much stronger than before, so use caution.

The Stalfos' throw their Swords

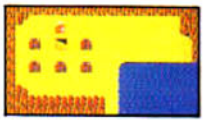
They'll give you a good idea of how much stronger your enemies are in the Second Quest. These bad guys used to be just skeletons, but in the Second Quest they throw swords at you.

WOODEN BOOMERANG

This shows up when you defeat all the red Goriyas. It's the first item you should get in Level 1.

LEVEL 2

Level 2 is located where there used to be a store selling Blue Rings (First Quest). Move the Armos in the middle of the upper row and open the entrance to the maze.



MAP

You can get it if you defeat the Zols. Watch for the traps in the four corners.

TRIFORCE

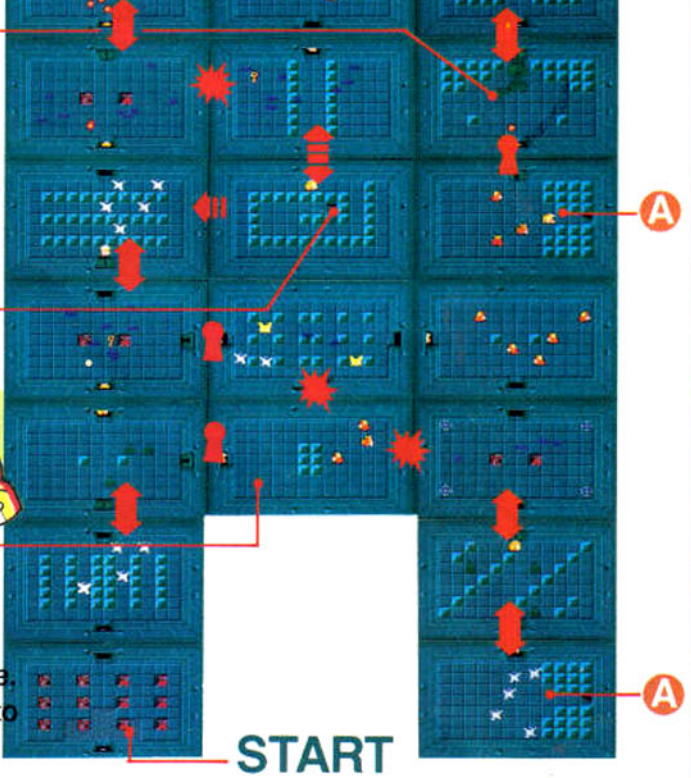
GLEEOK

The master of the room is the tough monster, Gleeok. He's the one with two necks and heads. Fight cautiously, and he won't be that tough. Attack his heads with your sword.

WHISTLE

You must push on the Invisible Door when you come in from the upper room in order to get this invaluable tool.

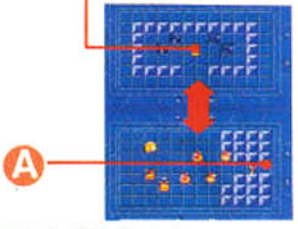
COMPASS



GET THE WHISTLE

The most important item in the Second Quest is the Whistle. Get it here. The mighty Darknuts will try to stop you, so try to get the White Sword before you deal with them.

TRIFORCE



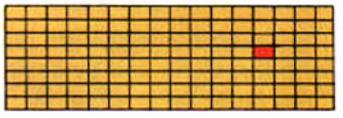
MAGICAL BOOMERANG

If you defeat all the red Goriyas, you can get the Magical Boomerang which can go longer distances.

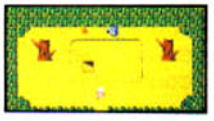
HEART CONTAINER

You can get a Heart Container in a place like this instead of in front of the Triforce. Toss two bombs into the Dodongo's mouth. It's a blast!

LEVEL 3



There is a little lake where the entrance to Level 2 used to be. Blow the Whistle. Remember Level 7 in the First Quest? Bingo! An entrance appears.



YOU NEED ENEMY BAIT!

You need to buy some bait to get your enemies! Goriyas are the biggest suckers. Also, don't forget to bring some enemy bait with you because you will need it to obtain the Magical Boomerang. While you're at it, make good use of your Whistle, and gain more Heart Containers by creating holes in various places.

LEVEL 4

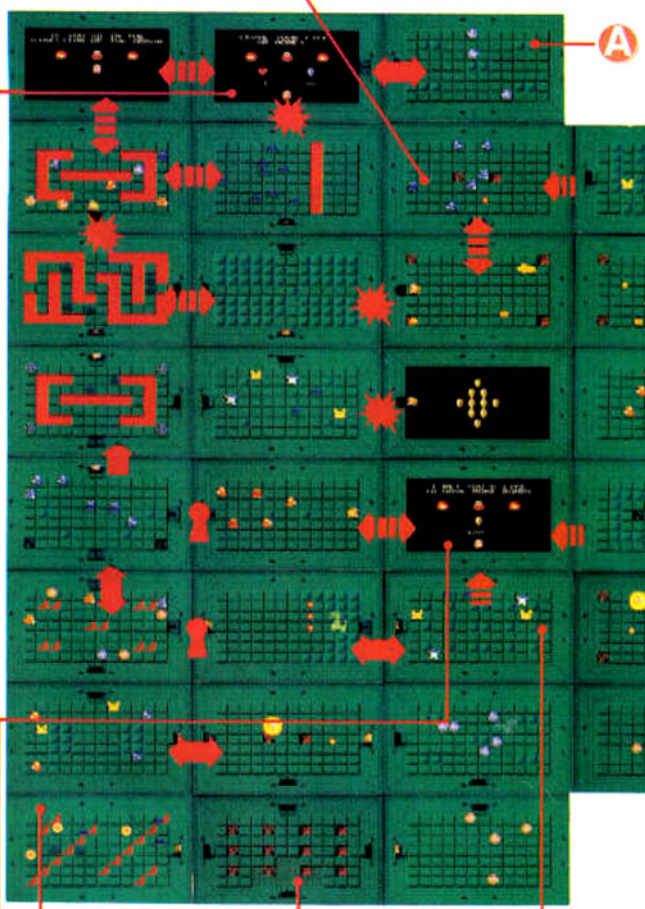
Who could have imagined that the entrance to the labyrinth is in the Lost Hills? You'll see the row of rocks. Push the one on the far right, and the entrance will appear.

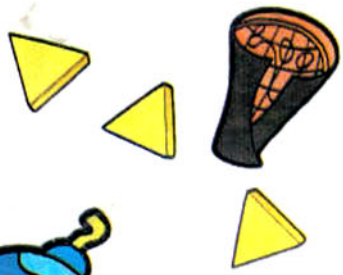
DO YOU HAVE ENOUGH MONEY?

All of a sudden, a gigantic maze with 30 rooms appears! A lot of very troublesome Red Bubbles come pouring out. To make matters worse, you will also need a lot of money here. You will need at least 50 rubies, but if you want to have more bombs, you will need 100 extra rubies. But, there is good news, too. You have a chance to get two items if you try hard.

MAP

There are so many obnoxious blue Darknuts here that it can get very frustrating. Also, fireballs will fly out of the Stone Statues in the center of the room. The effort to get the all-important map is monumental!





PAY UP

Here comes a mean old man who threatens you by saying: "You must leave either 50 rubies or a Heart Container." You can't give away a hard-earned Heart Container, of course. Give him the money.

BOMBS INCREASE

If you pay 100 rubies here, the number of bombs you can carry increases by four. If you don't have enough money now, be sure to come back later to increase your stash of bombs. It's worth it.

COMPASS

You can get it if you defeat Pols Voice and all of the red and blue Darknuts. However, since they are very tough enemies to mess with, maybe it's better to ignore them and pass.

START

MAGIC BOOK

After you defeat all the enemies in this room, open the entrance to the basement by moving the middle block on the left side of the room. Even if you have the Magic Book, it won't be too useful until you get the Magic Wand.

RAFT

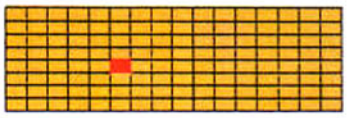
To your surprise, there is an invisible door above the Triforce room that leads you to a hidden passageway. If you can escape all of the enemy attacks, you will find a raft to use in your quest.

TRIFORCE

DIGDOGGER

Blow the Whistle when you face Digdogger and he will separate into three pieces which you can then finish off easily with your sword. When you have polished him off, a Heart Container will appear as your reward.

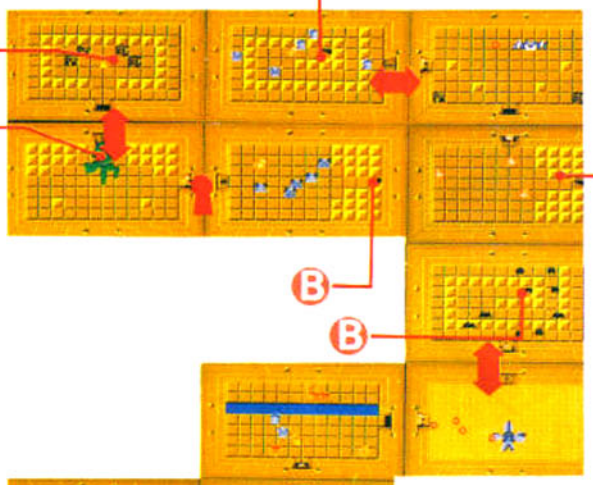
LEVEL 5



Unless you obtain the Raft in Level 4, you can't reach this island where the labyrinth is. The location is the same as Level 4 in the First Quest.

WHAT A TOUGH ENEMY!

This labyrinth seems to be very small compared to the labyrinth in Level 4 of the first game. But, the enemies are all strong. It's a smart idea to ignore the enemies and pass if you can.

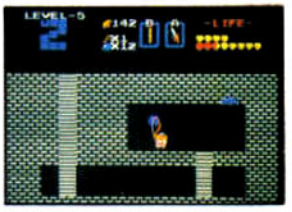


The big boss of the enemies is a Gleeok with three heads. Don't forget to bring the Water of Life with you when you come here.

BOW

Avoid the Red Bubbles, and jump into the basement where a Bow is located. In order to be able to use the Bow immediately, we recommend that you get a Wooden Arrow at a store in the Overworld, and bring it with you.

It's too dark to see anything, and there are Zols lurking. You can get a Compass if you defeat them. Buy a candle to light your way.



MAP Vires are the ones with the map.

Be Cautious With Red Bubbles

When it comes to Red Bubbles, you won't be able to swing your sword at all unless you...

RED BUBBLES

TOUCH A BLUE BUBBLE

If you touch a Blue Bubble, you will regain your sword.

MEET A FAIRY

Fairies from the Overworld can replenish your power so that you can use your sword again.

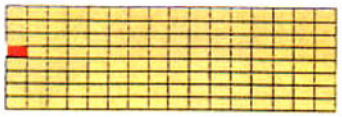
DRINK THE WATER OF LIFE

Without Fairies, you can regain your strength by drinking the Water of Life.

IF YOU GET A BOW AND ARROW

If you are one of those who have played the First Quest, you must know that the Bow and Arrows are very effective for defeating the boss enemy, Gohma. But, did you know they are also very effective against Pols Voice and Like Likes? Give them a try!

LEVEL 6



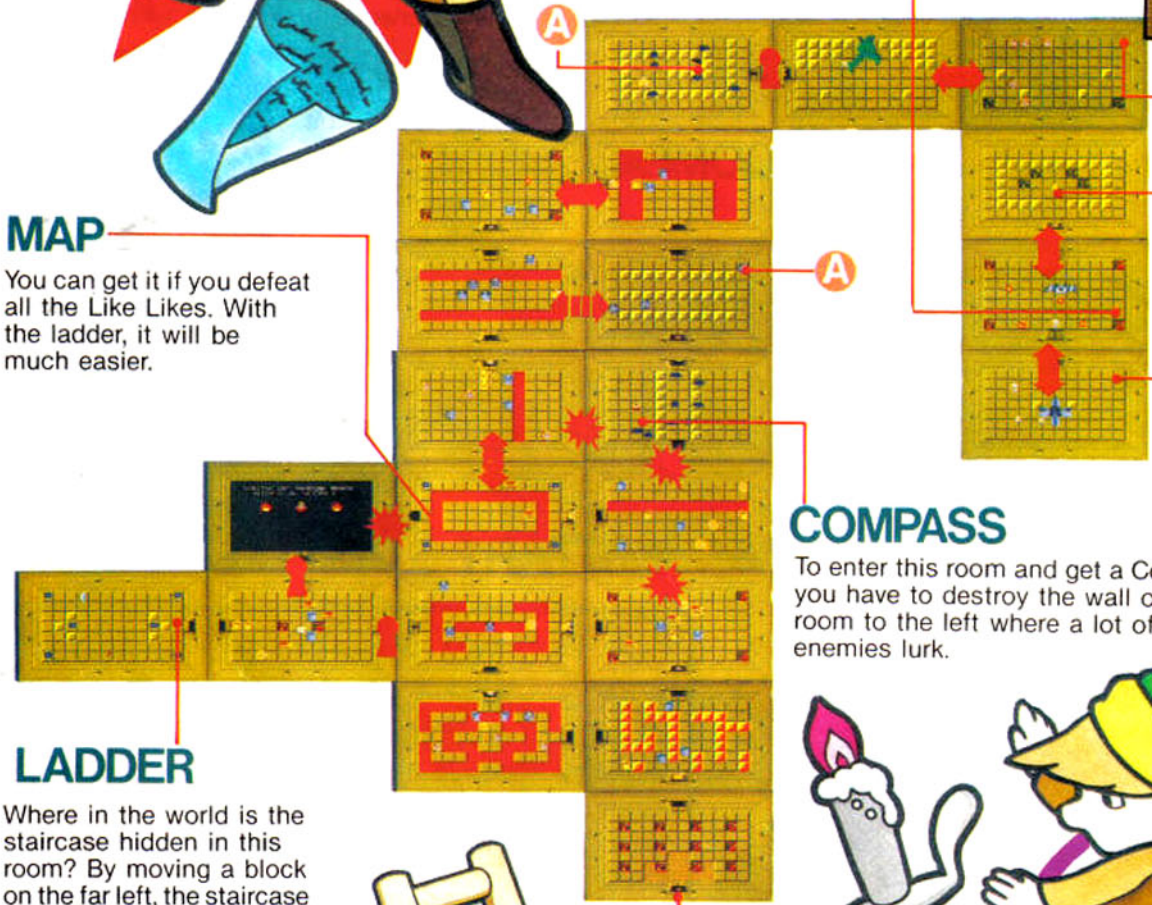
If you have played the First Quest, you might think that the only way to open tombstones is by pushing but, in fact, there is another one that opens when you blow the Whistle.

DID YOU GET THE MAGICAL SWORD?

This labyrinth is the most difficult of the nine to clear. It helps immensely if you have 12 Heart Containers and the Magical Sword before you enter. Don't forget the Water of Life either. First of all, advance to the left, and obtain a ladder.

GOHMA

To get the gigantic crab monster, Gohma, aim at his eye with the Bow and Arrow because his eye is his weakest point.



MAP

You can get it if you defeat all the Like Likes. With the ladder, it will be much easier.

TRIFORCE

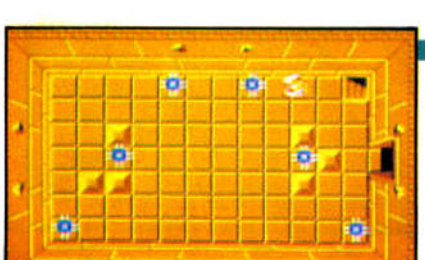
COMPASS

To enter this room and get a Compass, you have to destroy the wall of the room to the left where a lot of tough enemies lurk.

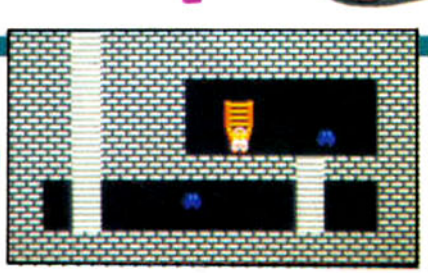
LADDER

Where in the world is the staircase hidden in this room? By moving a block on the far left, the staircase opens under the Trap on the upper right.

START

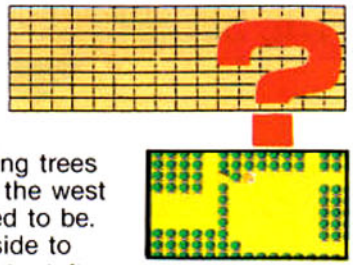


This is kind of tricky! When you see the hole under the Trap, move the Trap a little bit, and jump in the hole.



The answer to your prayers—a ladder! Now you can head east, and get the much needed Heart Container in the sea.

LEVEL 7



Now find an entrance by burning trees in the forest that is located to the west of the place where Level 8 used to be. After you burn from the right side to make a hole, come around to the left to get in.

DON'T GET LOST!

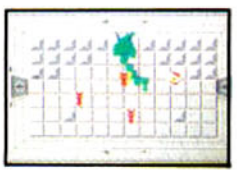
This is a labyrinth where you need a lot of money just like you do in Level 4. It seems to be easy to clear at first glance, just by going straight. But, in fact, it's not that easy. There are many secret passages, which makes it difficult for you to reach the Triforce room. There are tons of blue Darknuts, so we recommend you bring the Water of Life with you.

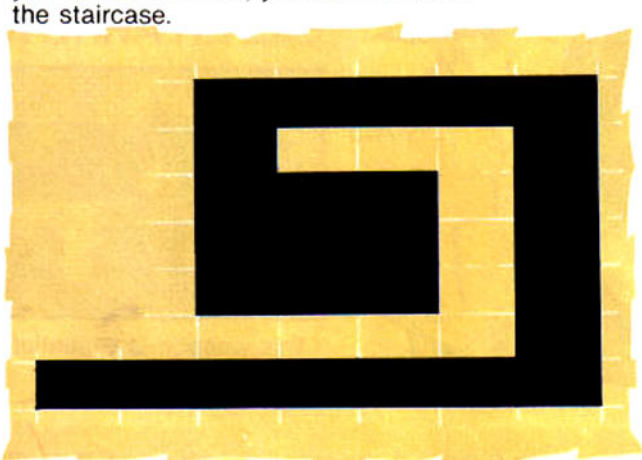
RED CANDLE

To get the Red Candle, first take the secret passage which you find close to the labyrinth entrance. Inside, the red and blue Darknuts and Pols Voice are waiting for you. Unless you defeat them all, you can't uncover the staircase.

GLEEOK

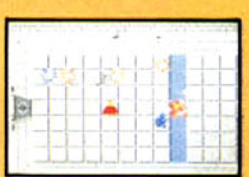
Wow, here comes Gleeok with four heads. He is going to be tough!





USE THIS LADDER FOR SUCCESS

Get on a waterway with the ladder. This strategy is effective against Darknuts and Bubbles.



Situate yourself over a waterway like this, for easy attacks.

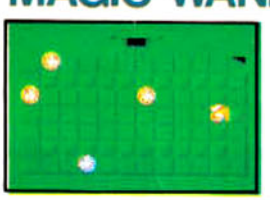
LEVEL 8

If you set a bomb on the cliff wall along the river, the entrance will open. But, you will definitely need a ladder to get to the hole in the wall here.

THE LAST PIECE OF THE TRIFORCE

The "Magic Wand" and the "Magic Key" can be obtained here. With these, you don't have to worry about the shortage of keys anymore. The majority of your enemies here are Goriyas who are easy to defeat.

MAGIC WAND



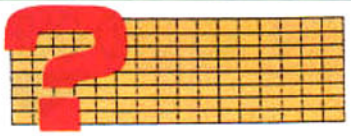
Besides the Red and Blue Bubbles, you will find the Wall Masters here. Defeat them and move the center block on the right to open the basement door.

MAGIC KEY

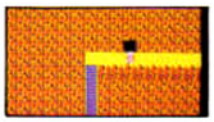
After you defeat all of the Stalfos, move the block and the staircase to the basement will show up.

The enemy bosses are just three Dodongos. Here you may use two bombs to blast them.

LEVEL 9

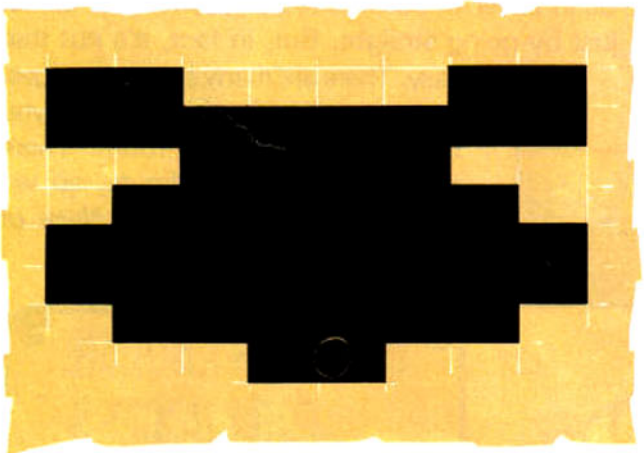


The entrance to the final labyrinth is located in the northwest corner of Death Mountain. Set a bomb on the rocky wall and make a hole. Are you ready?



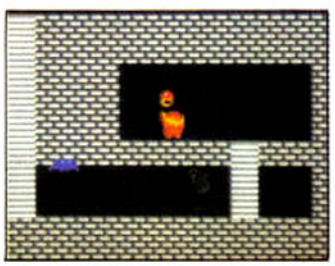
GANON WAITS FOR YOU!

To get inside, you need to have eight Triforce pieces ready. This is a monsterous labyrinth with 46 rooms total.

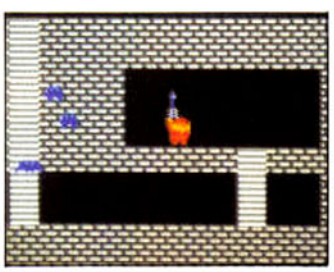


RED RING

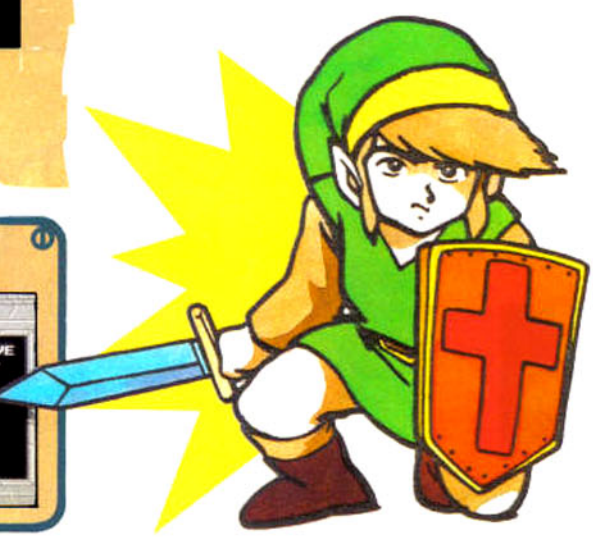
Finally, the Red Ring! Now, your enemies can only inflict one quarter of the damage.



SILVER ARROW



This weapon is essential to defeat Ganon.



DID YOU FIND 8 PIECES?

If you don't have eight of them, the old man in the room right above the entrance won't let you in.

AND NOW, A NEW ADVENTURE BEGINS

Did you defeat Ganon successfullv? Are you waiting for more exciting action, danger and adventure? Get ready. Nintendo has something really exciting in the works. It's coming this fall. And if you like The Legend of Zelda, you'll love what's coming up!

ZELDA II

★ THE OVERWORLD

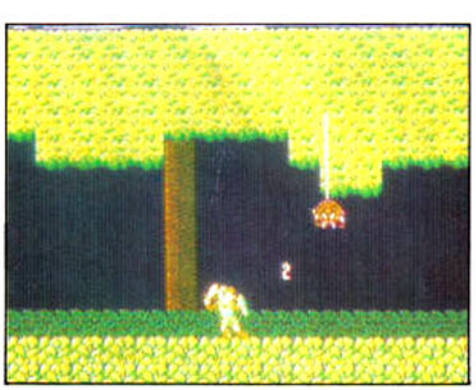
You will be traveling in a far more vast Overworld.

★ MANY SPELLS!

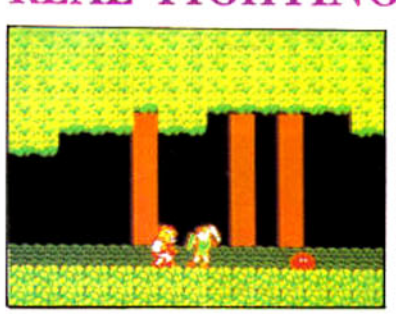
This time you can gain the power to cast eight different spells.

★ GET CLUES FROM VILLAGERS

If you talk to the people living in the towns, you will get all kinds of different pointers.



REAL FIGHTING SCENES!

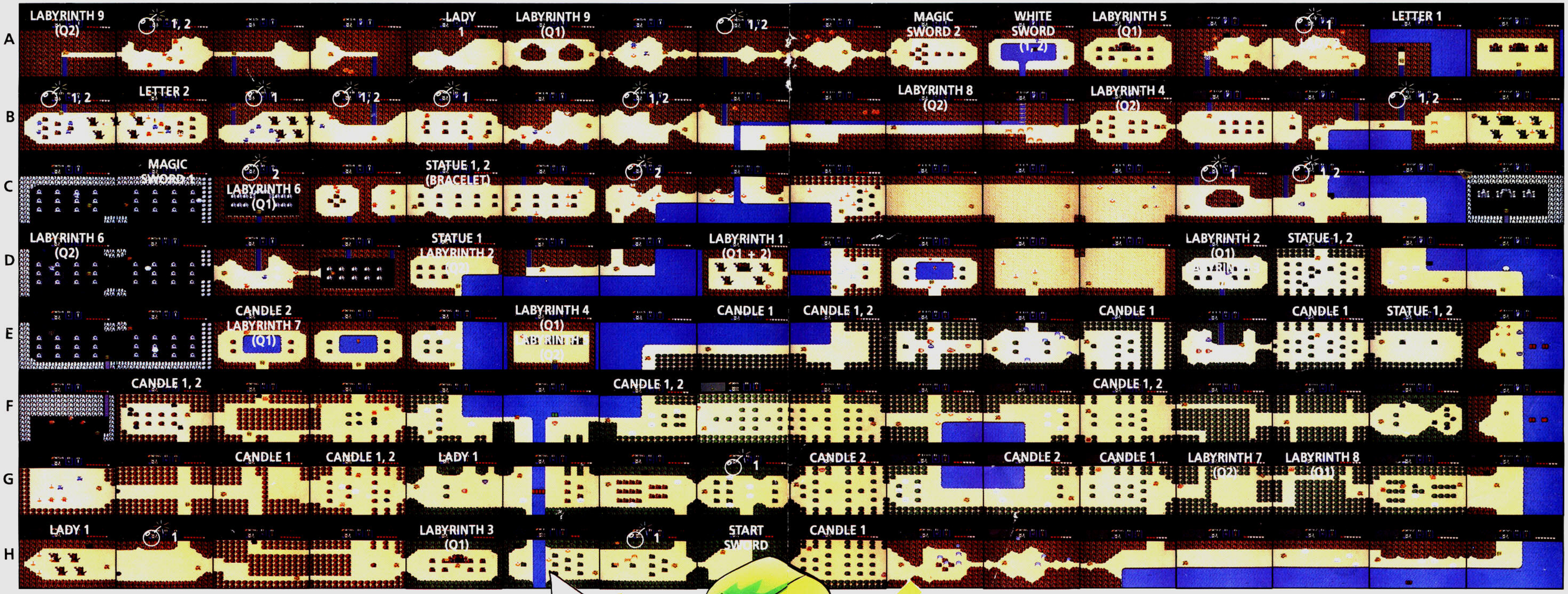


When a battle starts, you'll get a close-up of the scene with big, life-like characters!

COMING SOON!!

The Legend of ZELDA™

Link's first adventure takes him far and wide across Hyrule, leading him to the most weird and wonderful of places. However there are lots of hidden screens that many adventurers may have missed, while there may be others who are new to the game who will benefit from learning about all the locations. Whatever it is you are searching for, the following map will have the answer!



KEY

A number 1 next to an item refers to Quest 1, while a 2 refers to Quest 2

(BOMBSIGN) 1 – Place a bomb somewhere on this screen (Q1)

(BOMBSIGN) 2 – Place a bomb somewhere on this screen (Q2)

(CANDLE) 1 – Use the candle somewhere on this screen (Q1)

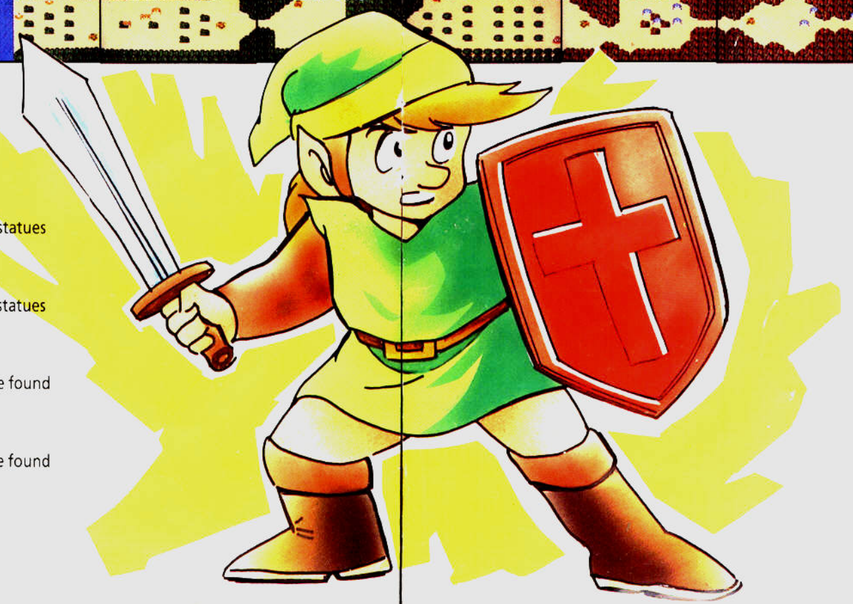
(CANDLE) 2 – Use the candle somewhere on this screen (Q2)

(STATUE) 1 – Push one of the statues (QUEST 1)

(STATUE) 2 – Push one of the statues (QUEST 2)

(LADY) 1 – The old lady can be found here (QUEST 1)

(LADY) 2 – The old lady can be found here (QUEST 2)



THE LABYRINTHS

At a few of the labyrinth screens, you will have to perform a special task to make them appear.

FOR LEVEL 5
(QUEST 1) – go up four times from the Lost Hills

FOR LEVEL 7
(QUEST 1), and Levels 3 and 6 (QUEST 2), blow the whistle

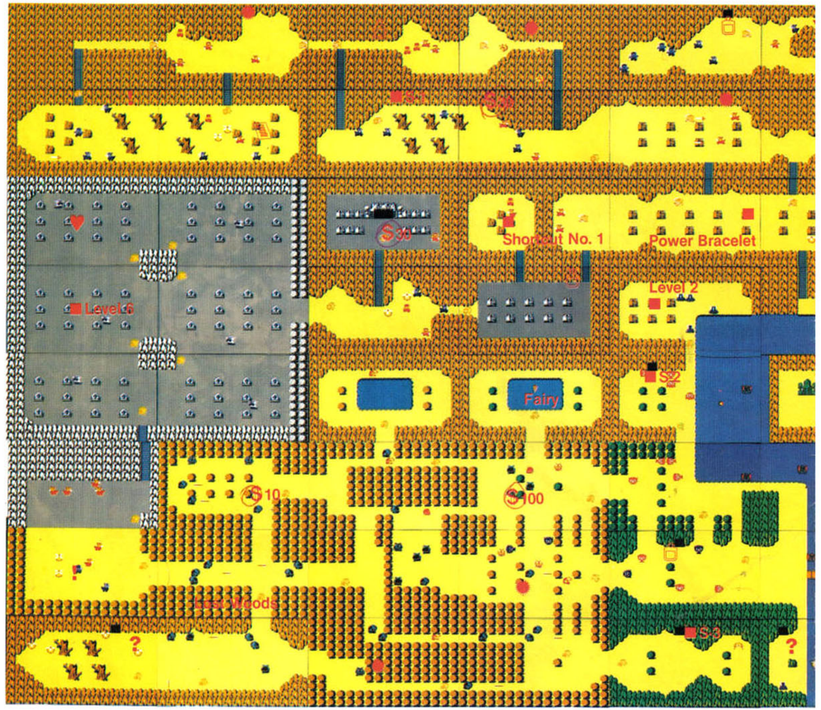
FOR LEVEL 8
(QUEST 1) and Level 7 (QUEST 2), use the candle

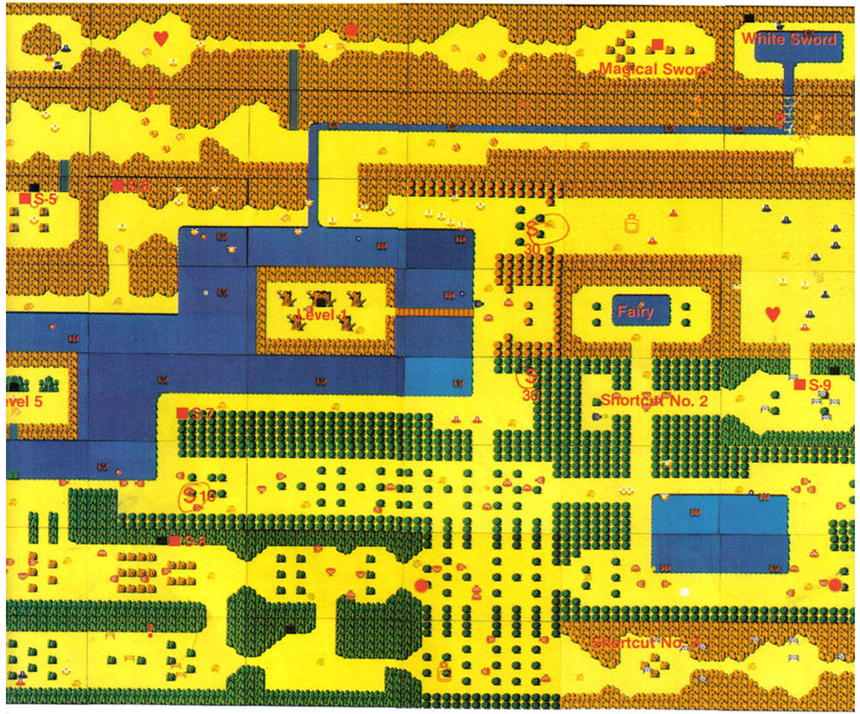
FOR LEVEL 9
(QUEST 1) and Levels 8 and 9 (QUEST 2) use a bomb

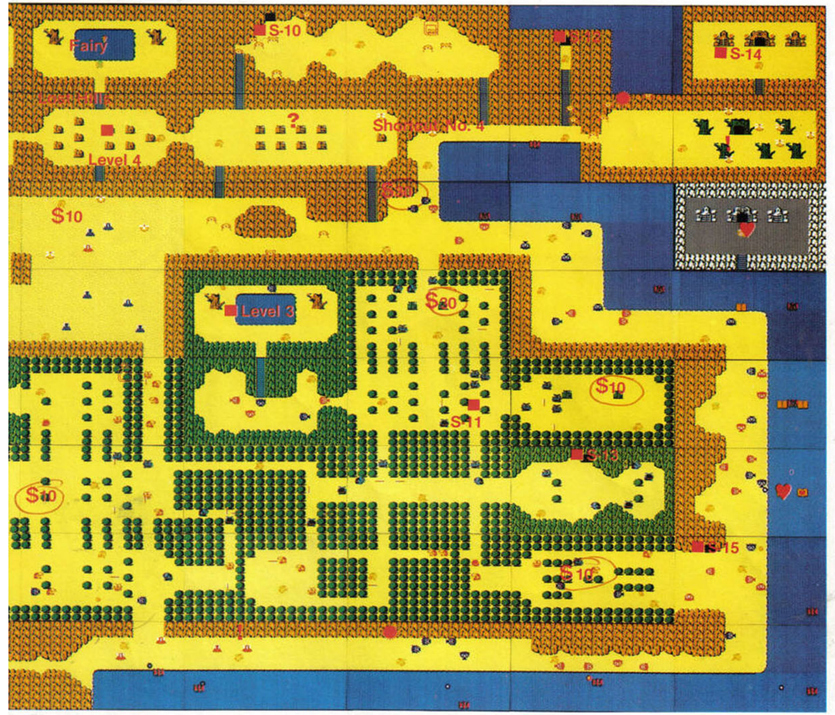
FOR LEVEL 4
(QUEST 1) and Level 5 (QUEST 2) use the raft from one screen below

FOR LEVELS 2 & 4
(QUEST 2) push a statue or a stone

THE COMPLETE STRATEGY MAP OF THE OVERWORLD FOR THE SECOND QUEST OF ZELDA







Get the powerful swords!

SWORD

At the very beginning, you'll meet the old man in the cave and receive a regular sword.

The enemies you meet in the Underworld are now stronger. It's important to get the powerful swords early in the game.

WHITE SWORD

Get the white sword from the old man whom you meet at the top of the waterfall.

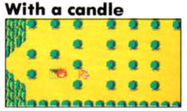
MAGICAL SWORD

It is the most powerful sword. You can't get it unless you have 12 Heart Containers.

Many hidden places!

With a bomb

With a candle



With a whistle

Move a rock

Move an Armos

Use various items, and find the hidden caves. You'll find that many of them will open when you blow your whistle.

Know the terrain.

Again, you will be in many mysterious places such as the Lost Hills where you can't make progress unless you move in a pattern North, West, South and West.

Fairies

When you are hurt, Fairies can help you recover.

Ladder

There are places which can't be reached without a Ladder.

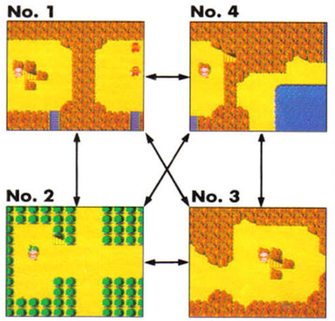
Raft

You can make your way over the water with a Raft.

Why don't you take a shortcut?

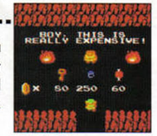
When you don't want to be bothered with all of the enemies on the map, take the shortcut. Open the entry way with the Power Bracelet.

Remember and record the way in and out of the caves on the map.



Be sure to meet all the people...

The key is to meet a lot of people, get information, and gather weapons and items.



- ♥ Heart Container or Water of Life
- Old Woman selling red & blue Water of Life
- S Molblins give you a reward
- ● You must pay a door repair charge
- ? You can get some information
- ! Money-making game
- Letter to little Old Woman
- S-1 Merchant (See price list on right)

Buyer's Guide

	Magic Shield	Key	Blue Candle	Enemy Bait	Heart	Bomb	Wooden Arrows	Blue Ring
Shop. 1	90			100	10			
Shop. 2	130					20	80	
Shop. 3	160	100	60					
Shop. 4	160	100	60					
Shop. 5	130					20	80	
Shop. 6	90			100	10			
Shop. 7	90			100	10			
Shop. 8	160	100	60					
Shop. 9	130					20	80	
Shop. 10	160	100	60					
Shop. 11	90			100	10			
Shop. 12	160	100	60					
Shop. 13	160	100	60					
Shop. 14		80		60				250
Shop. 15	130					20	80	